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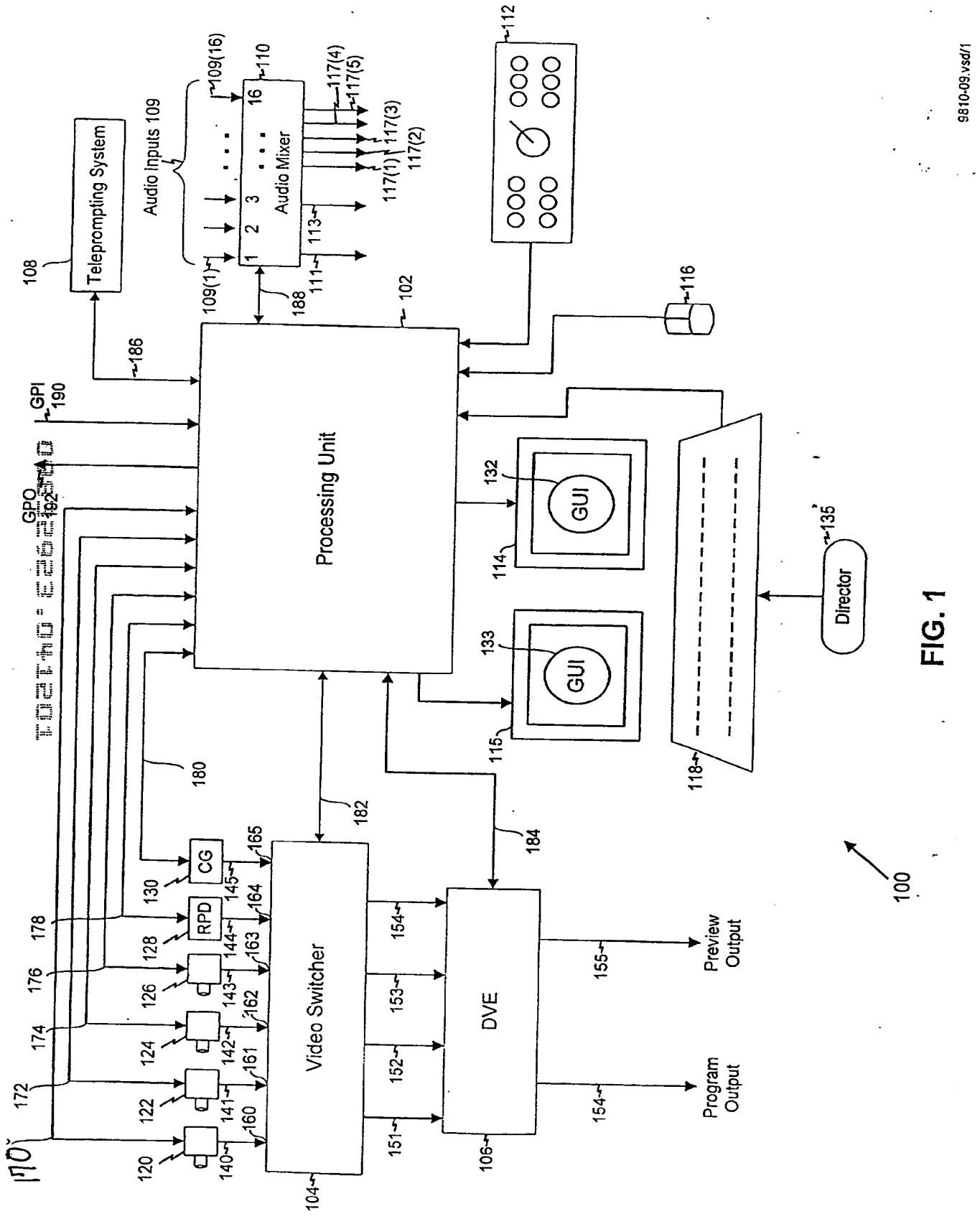


FIG. 1

9810-09.vsd/1

FIG. 2A

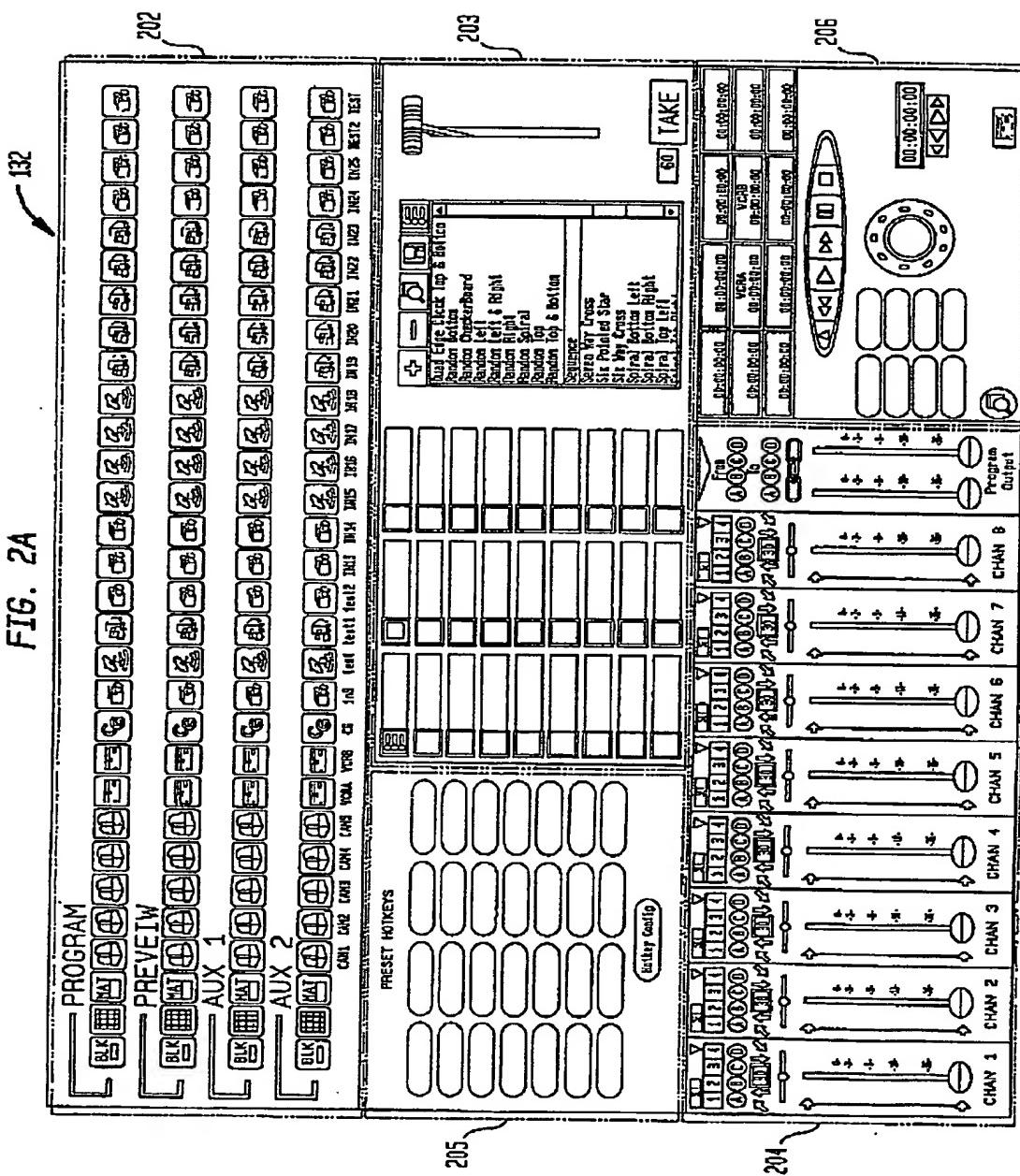
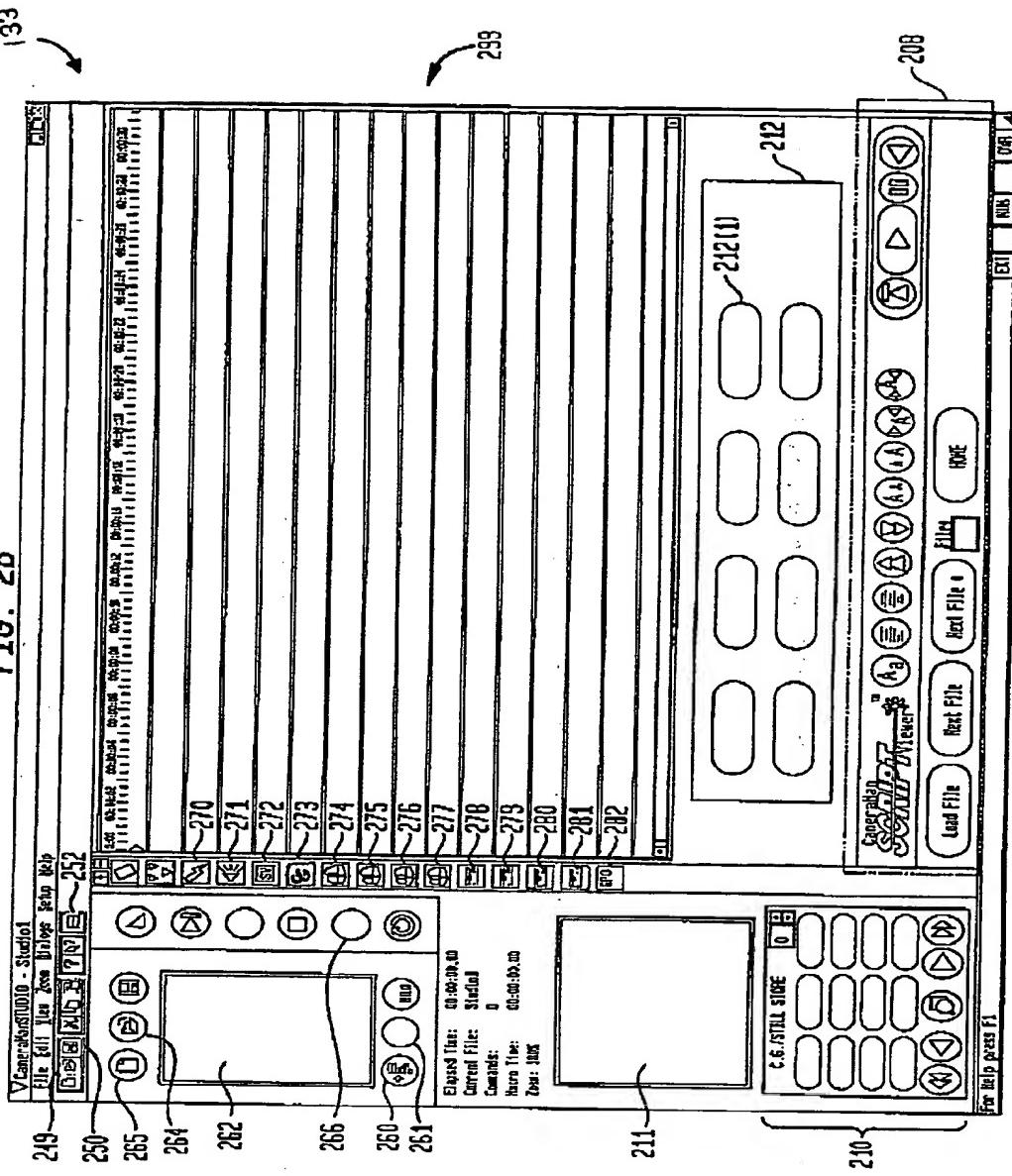


FIG. 2B



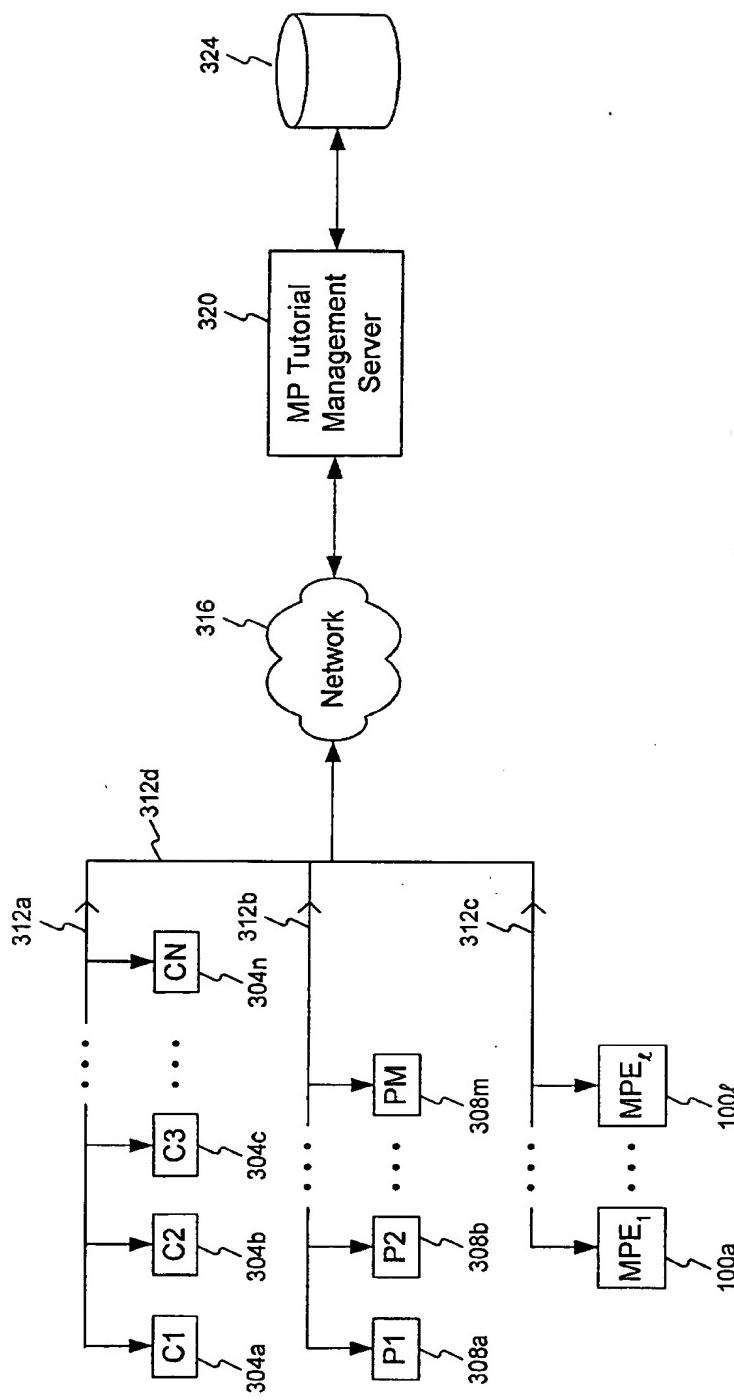


FIG. 3: Media Production Tutorial System 300

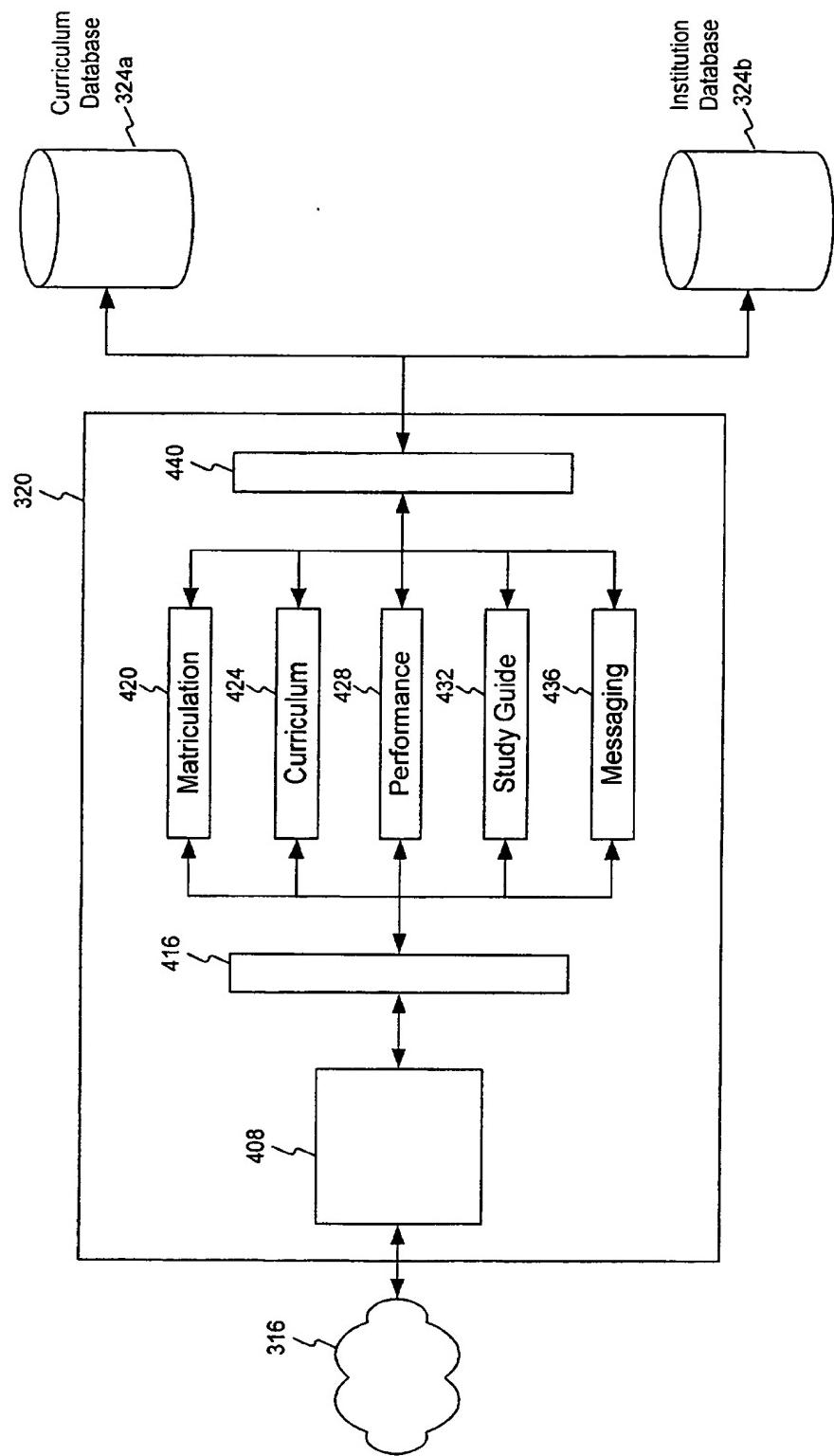


FIG. 4: Media Production Tutorial Management Server 320

00032022-0710-0000

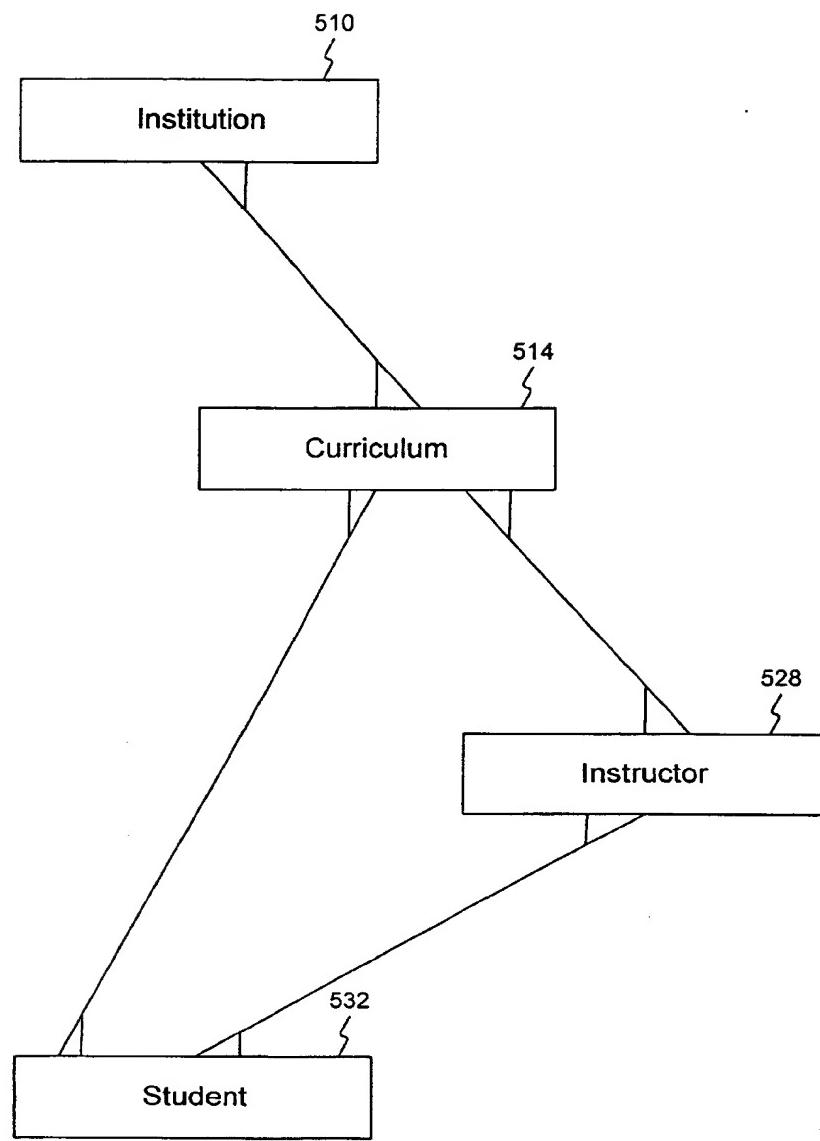


FIG. 5: Relation Diagram for Database 324

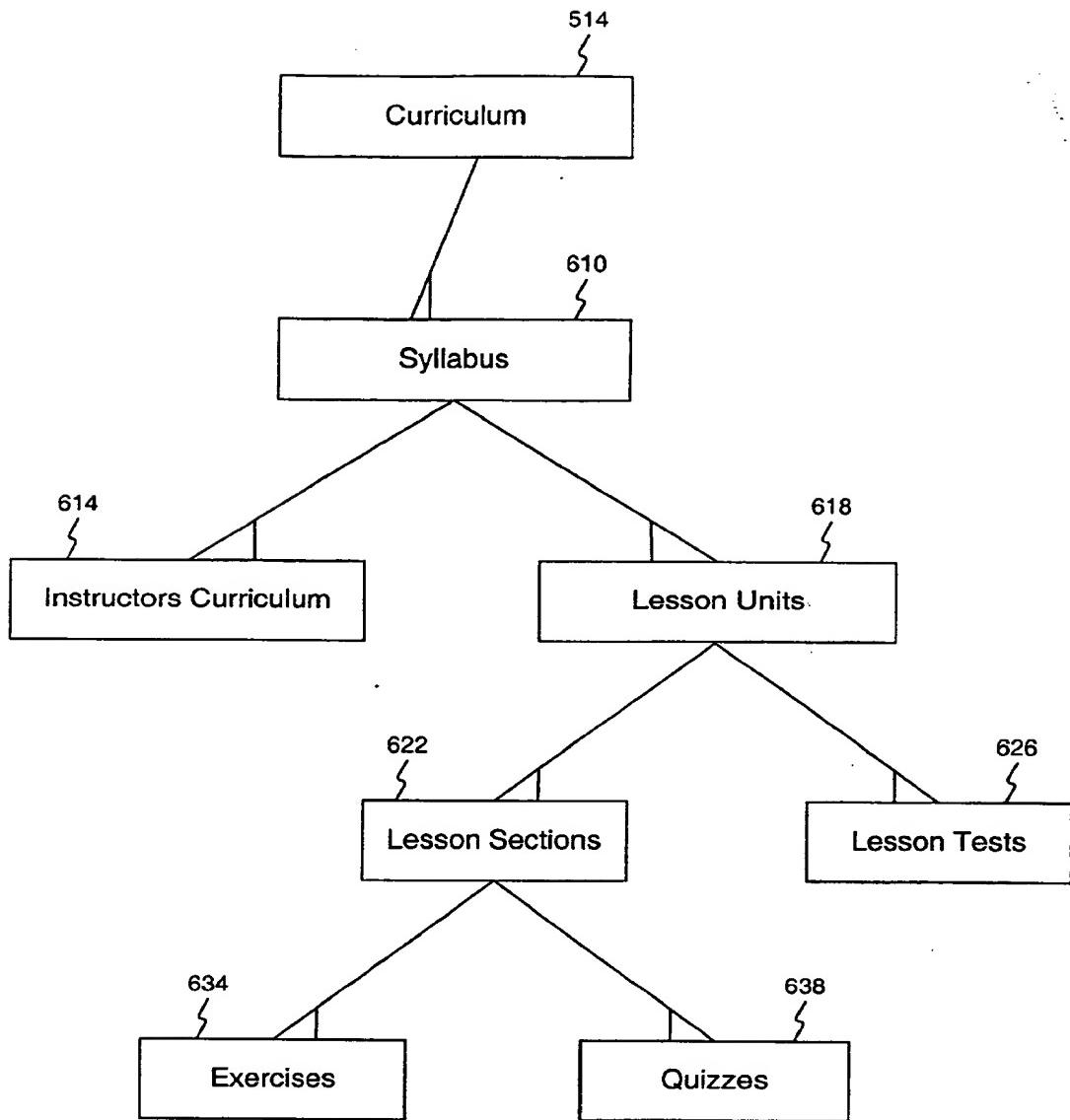


FIG. 6: Relation Diagram for Database 324a

700-0000000000

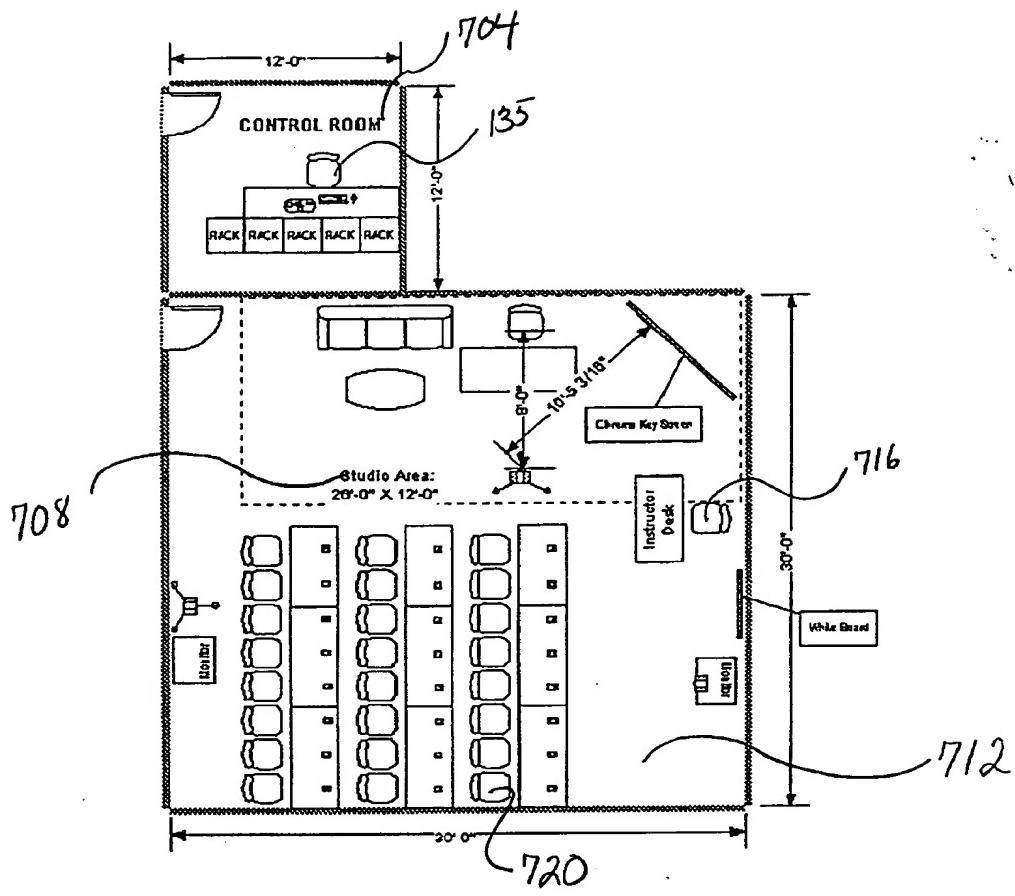


Fig. 7 : Training Facility 700

Computer System 800

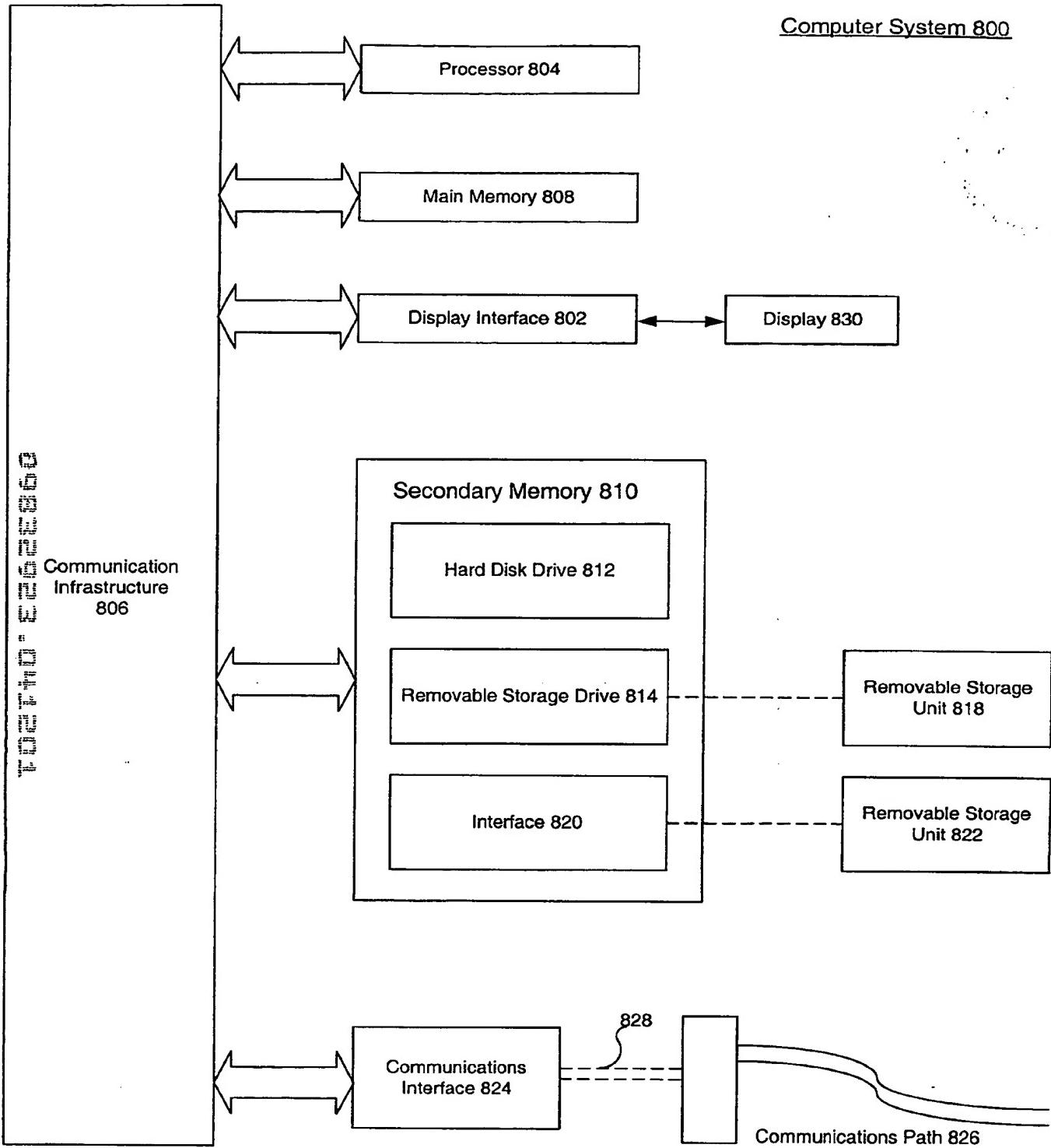
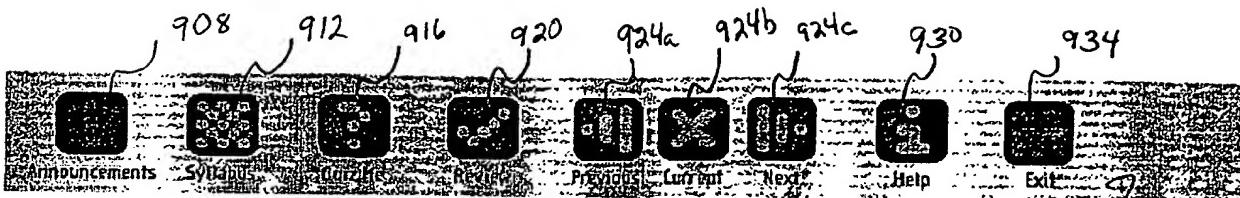


FIG. 8

0101-92.vsd/5



Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

Unit 02 - Camera : Section 02 I - Basic Shots

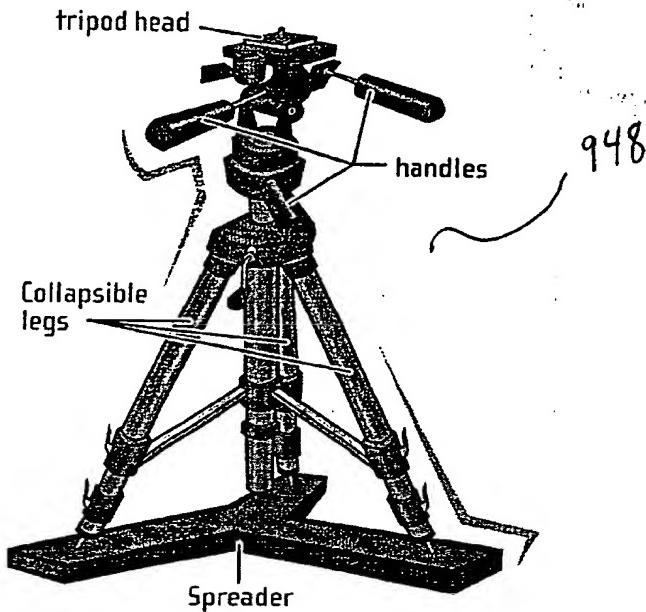
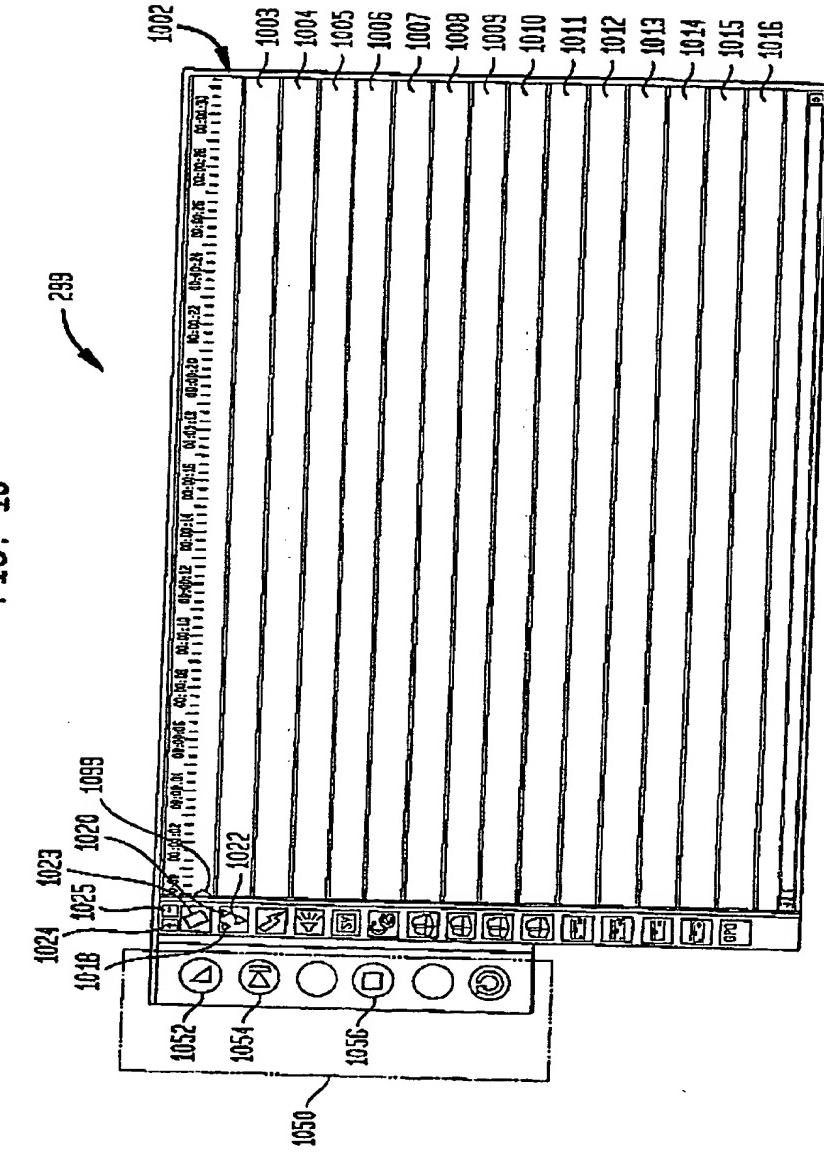
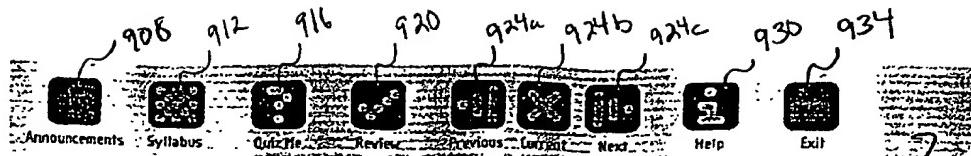


Fig. 9: GUI 900

FIGURE 10 - FIGURE 10





Syllabus Page

Unit or Lesson not visited. - Unit partially complete / Lesson visited
 Lesson tested incorrect. - Unit or Lesson Completed (tested correct)

Click on a Unit to see its Sections & Lessons. **Unit 02 - Camera**

Unit 01 - TV History

(Click on a Lesson to go there.)

1124 ~ **Unit 02 - Camera**

Unit 03 - Audio

Section 02.0 - Welcome
 Welcome to the Course

Unit 04 - 3 R's

Section 02.1 - Basic Shots

Unit 05 - Editing

1144 ~

Long Shots
 Medium Shots
 Close-Ups
 Headroom
 Rule of Thirds
 Tripods

Unit 06 - Lights

Section 02.2 - Camera Moves

Unit 07 - Graphics

Pans
 Tilt
 Dolly
 Trucking
 Zoom
 Lead Room

Unit 08 - Producing & Directing

Section 02.3 - Videotape

Unit 09 - Advertising

Tape Formats
 Preparing A Tape

Unit 10 - Instructional Video

Tape Transport System
 Recording Speed

Unit 11 - 3R's Revisited

Tape Labels
 Tape Care

Unit 12 - More Camera & Lighting

Section 02.5 - Shot Director

Unit 13 - Video Technology

Shot Director - Powering Up
 Shot Director - Focus

Unit 14 - F/X

Shot Director - Iris
 Shot Director - Upper Section

Unit 15 - More Producing & Directing

Shot Director - Lower Section
 Shot Director - Slide Controls

Unit 16 - Video Yearbook

Shot Director - Joystick Control
 Shot Director - Joystick Zoom Control

Unit 17 - ABCs of EFP

Studio Camera Shots

Unit 18 - Scriptwriting

Section 02.6 - Other Shots

Unit 19 - Documentary

Camera Angle
 Canting

Unit 20 - That's A Wrap

Lead The Look
 Cropping

Backgrounds
 Over The Shoulder Shots

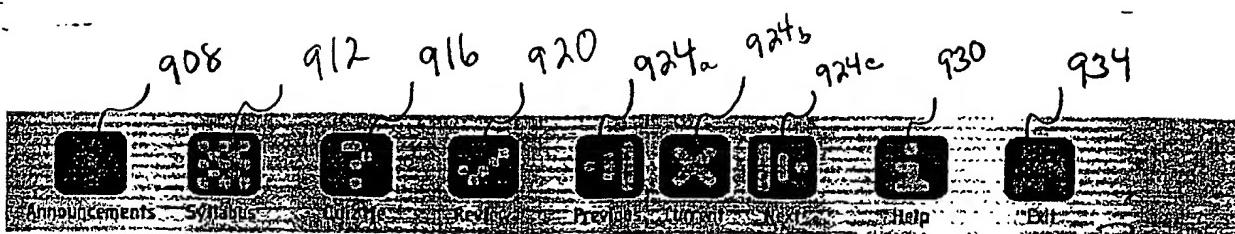
Section 02.9 - Testing Lesson

Testing Lesson

1148 ~

1140

FIG 11° GUI 1100



Quiz Me Page

942

904

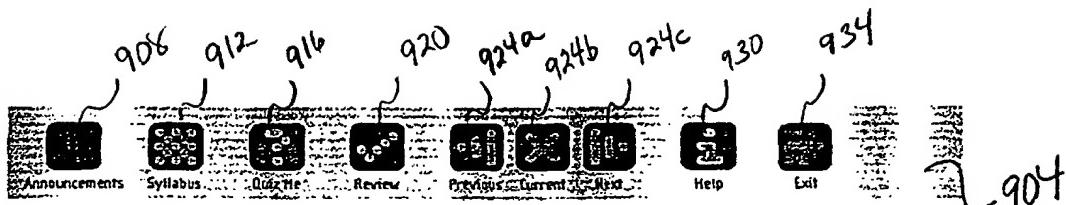
Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to ____.

- establish a setting
- show viewers small details
- show an entire object

~ 1250

F16.12; GUI 1200



Please select an answer for each of the following 33 questions and then click on the SUBMIT button at the bottom of the page.

Which of the following does not describe a long shot?

- It shows great detail.
- It establishes a setting.
- It is effective on large screen.
- It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- True
- False

Which of the following items does not describe a close-up?

- It is often cropped.
- Shows great detail.
- Exaggerates movement by the camera or subject.
- Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

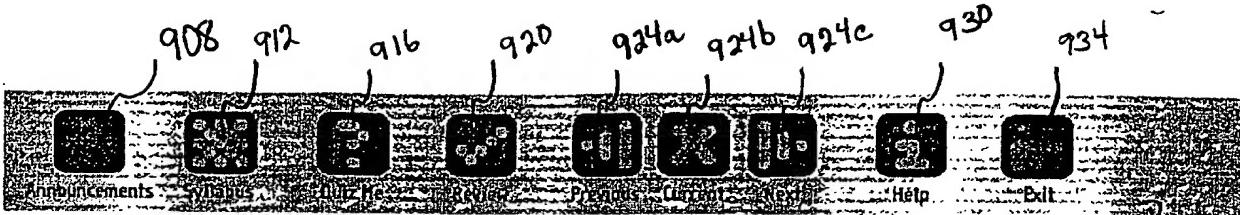
- False
- True

The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

- three down, three across
- three down, four across
- three across, four down
- four across, three down

1350

Fig. 13 GUI 1300



Review Page

942

904

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots
Long Shots

Unit 02 - Camera : Section 02.2 - Camera Moves
Dolly

1404

Fig. 14: GUI 1400

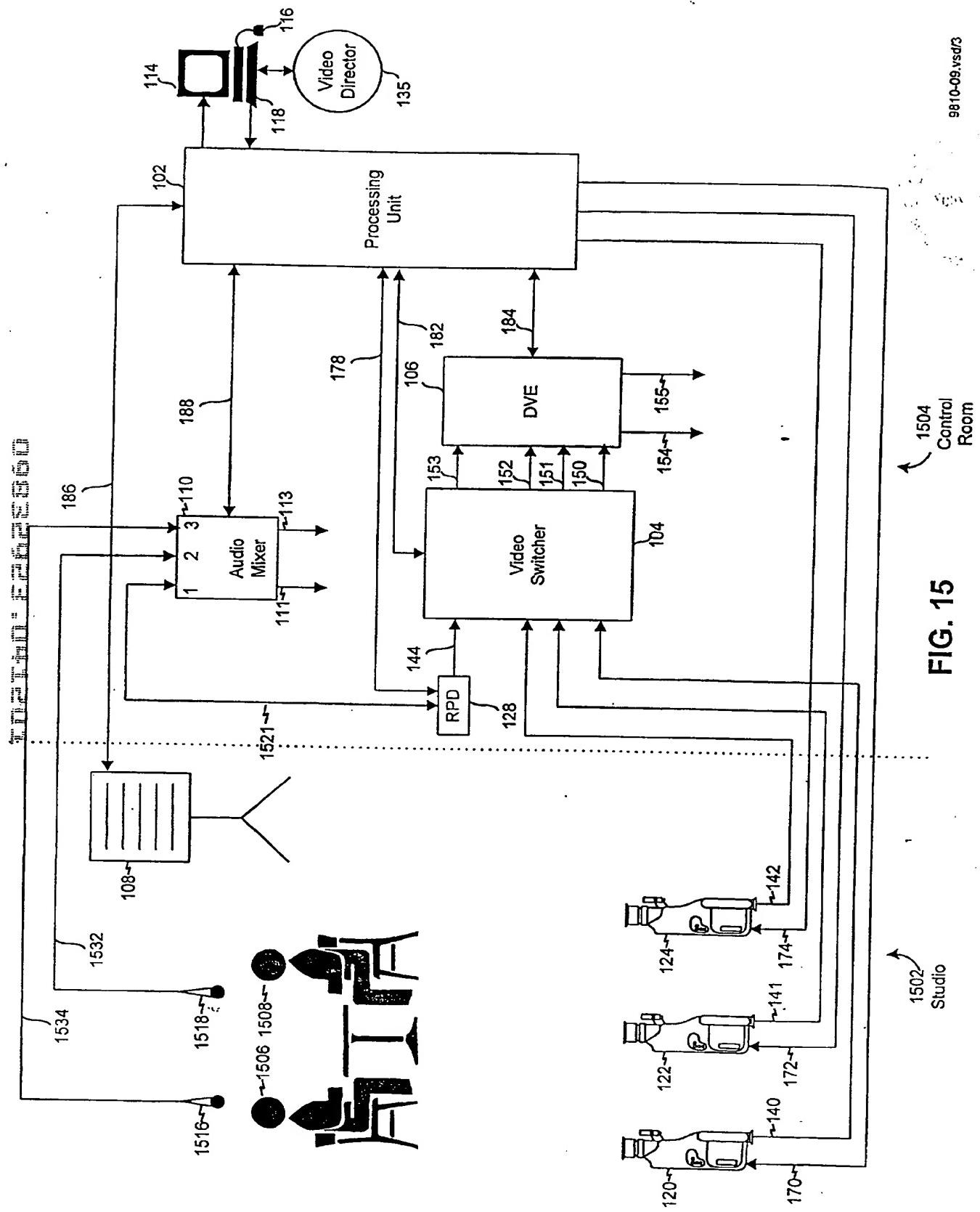
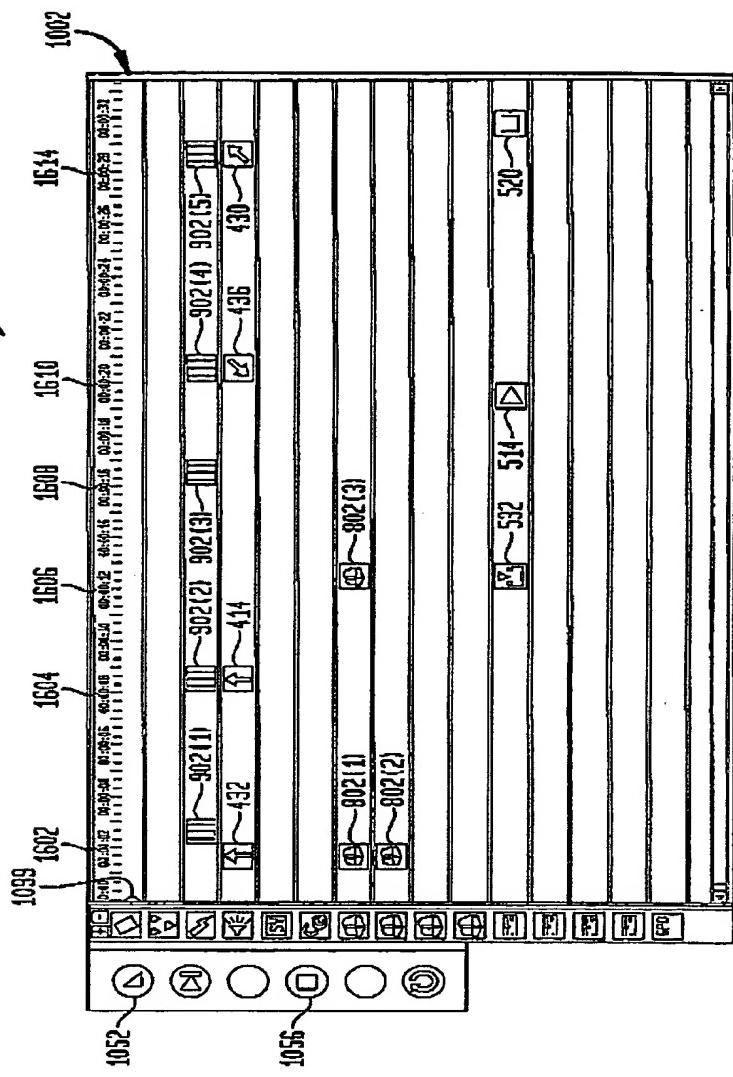
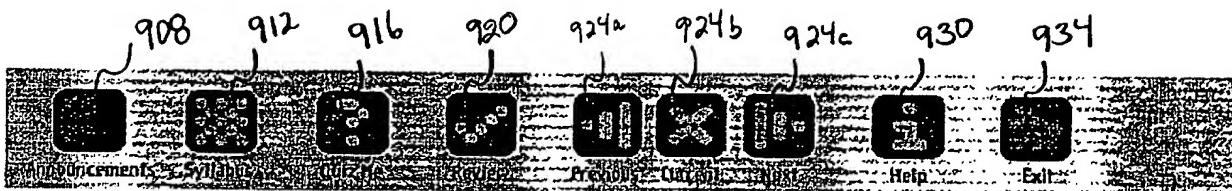


FIG. 15

FIG. 16





Announcements Page

904

942

11/05/1999 - Meeting Notice

Send a note to your teacher

1720

There will be a meeting tomorrow in the lab.
Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for
ONE Hour earlier. The bus will leave the
parking lot at 9 am SHARP!

Send

2 1750

0000000000-0000000000
T022760

FIG. 17: GUI 1700